

FOWLING™

INSTRUCTION MANUAL



PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

If you have any concerns with your product please visit our website www.escaladesports.com for fastest service. Please have a copy of your receipt of purchase. For any technical support or warranty issues please contact Escalade Sports at 1-800-467-1421 or e-mail us at customerservice@escaladesports.com

Limited 90-Day Escalade Sports Warranty

All Escalade Sports games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any Escalade Sports game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the Escalade Sports game. This will void any and all Escalade Sports warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-800-467-1421 or email us at customerservice@escaladesports.com

IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



This is not a toy and is intended for use by or under the supervision of adults. Ensure the flight path is clear of people or pets when playing this game. Impact from flying football or pins could cause minor or moderate injury.

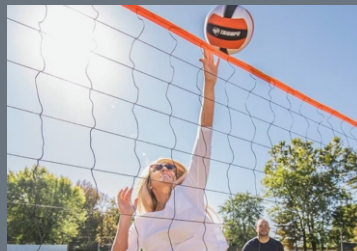
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Physical Location:

817 Maxwell Ave.
Evansville, IN 47711

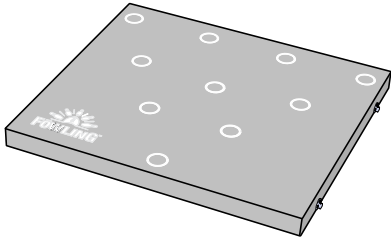
Mailing Address: (Correspondence Only)

PO Box 889
Evansville, IN 47706

Parts List

1

Target Board



Qty. 2

2

Fōwling™ Pin- Red



Qty. 2

3

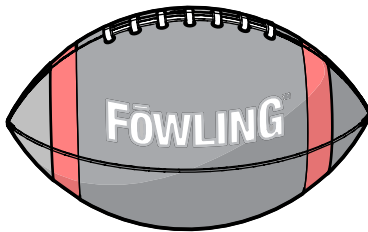
Fōwling™ Pin- White



Qty. 18

4

Football



Qty. 1

5

Air Pump

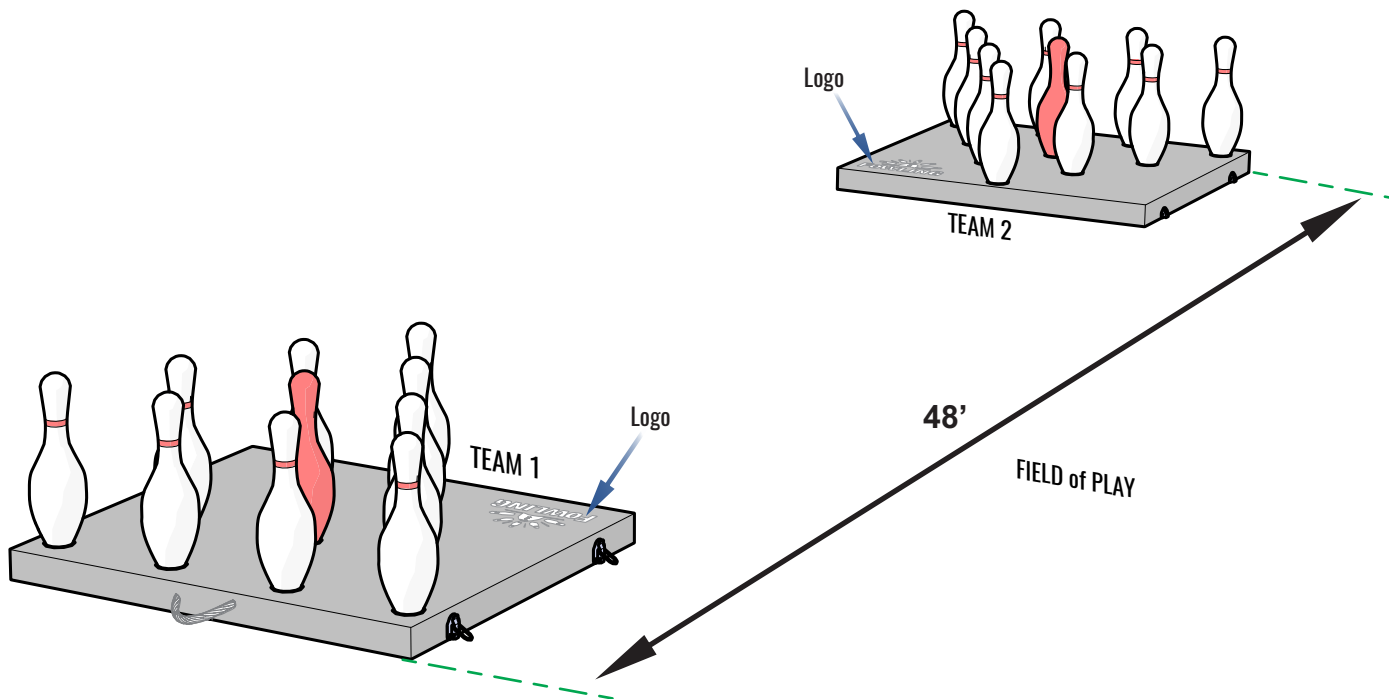


Qty. 1

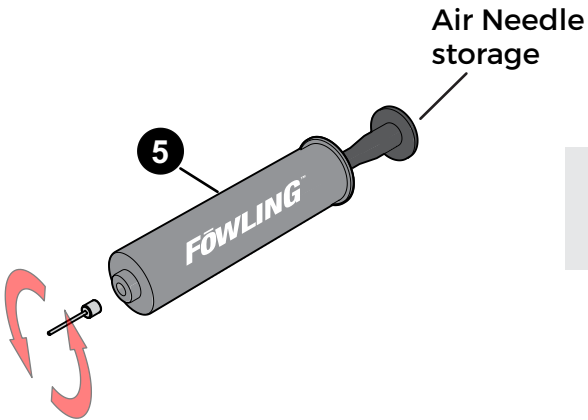
Setup

GAME SETUP:

1. Playing Area – Select an open area that provides a field of play approximately 48 ft. (approx. 20 paces apart)
2. The boards come latched together. Set up the game pieces as follows:
 - a. To prevent scratches, place the target boards on a flat soft surface such as grass.
 - b. Unlatch the 4 latches.
 - c. Place a target board with the logo side facing up.
 - d. Set the pins on the target board. Place the red pin in the center circle and the white pins on the remaining circles.
 - e. Place the second target board 48 ft. apart from the first. Make sure to have the target board logos facing each other as shown in the illustration below.
 - f. Place the pins on the second board.
3. 1 vs 1 up to 5 people per team – each team stands behind their board.

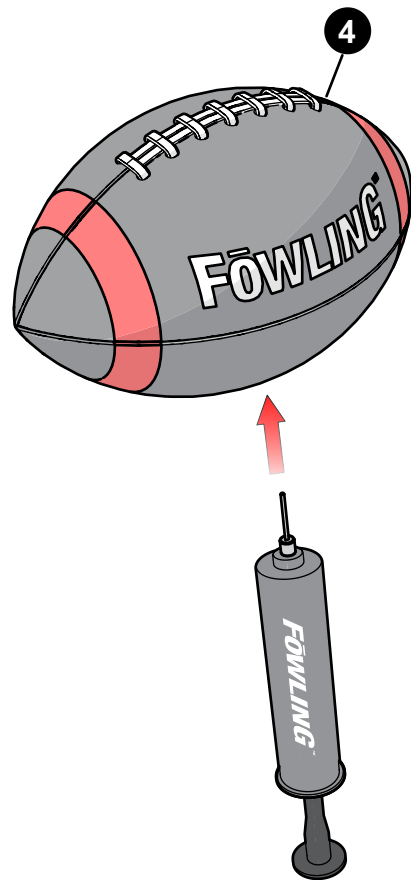


Inflating the Football



NOTE: Air Needle is located in the pump handle, take it out and screw to the front of the air pump as shown.

1. Moisten Needle.
2. Insert needle straight into the air valve on the Football.
3. Inflate the ball to **5-7** psi. Remove needle quickly.
4. Do not **OVER INFLATE** ball past **7** psi.



How to Play - Fōwling™

The Object

To knock down all ten of your opponents' pins, before they knock down your pins.

Game Play

Flip a coin to start. Winner of the coin flip chooses first or last throw. Losers pick which end they want to defend.

Team A Player #1 throws first then Team B Player #1 throws. Next, Team A Player #2 throws and Team B Player #2 throws last. Continue throwing back and forth until one team knocks all ten pins down.

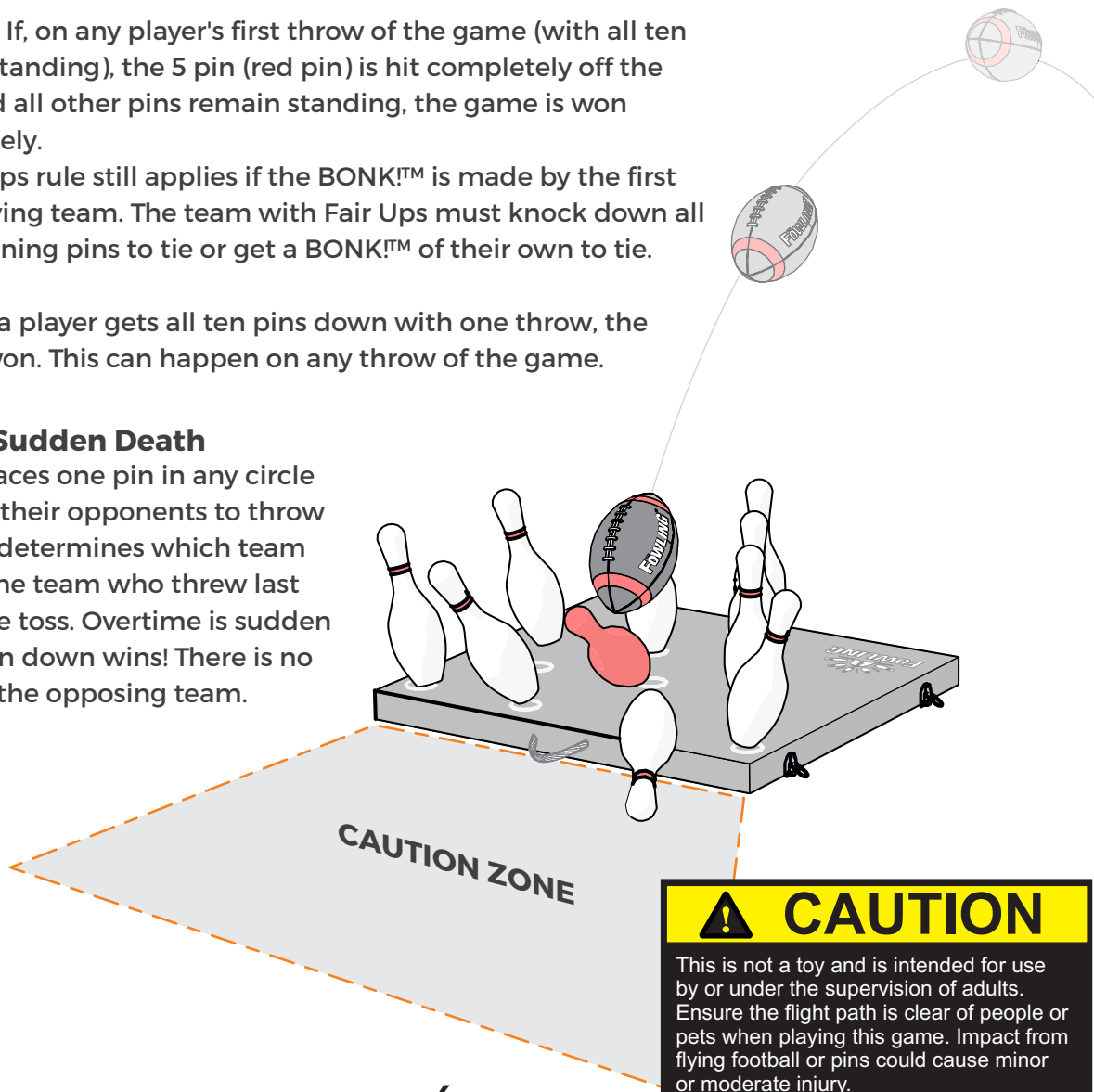
Fairs Up Rule (applies throughout the entire game): If Team A throws first and knocks down all ten pins before Team B does, then Team B is allowed one final throw. If Team B successfully knocks down their remaining pins, the game is a tie. Overtime - Sudden Death determines winner.

How To Win The Game In One Throw:

- **BONK!™** - If, on any player's first throw of the game (with all ten pins still standing), the 5 pin (red pin) is hit completely off the board and all other pins remain standing, the game is won immediately.
 - Fair Ups rule still applies if the BONK!™ is made by the first throwing team. The team with Fair Ups must knock down all remaining pins to tie or get a BONK!™ of their own to tie.
- **Strike** - If a player gets all ten pins down with one throw, the game is won. This can happen on any throw of the game.

Overtime - Sudden Death

Each team places one pin in any circle they want for their opponents to throw at. A coin flip determines which team throws first. The team who threw last gets to call the toss. Overtime is sudden death. First pin down wins! There is no last throw by the opposing team.



Rules - Fōwling™

Rules

Regulation Fōwling™ calls for boards to be 48ft apart. Measurement is taken from the back of one board to the back of the second board. Depending on skill level, boards may be moved closer.

Players throw from behind the back of the board. A ball thrown in front of the back of the board results in the loss of a turn and any pin(s) downed must be returned to their original upright position.

Any pins that are knocked down are to be cleared from the board after all ball/pin motion has stopped.

A pin down is a pin down during normal game play. Any non-malicious act that knocks a pin down, counts.

A maliciously knocked down pin is always returned to its upright position.

Defense

A team may never defend their pins from a ball thrown fairly by their opponent.

No player may touch or manipulate the ball or any pin(s) such that the action prevents a pin or pins from falling while the ball is still in play.

Once the ball crosses the back of the board you are standing at, you may grab it/catch it. If it bounces behind the board, you miss it, and it bounces back onto the board, it is considered live, and you can't touch it.

Storage

1. Place a target board upside down on a soft surface such as grass.
2. Place pins, ball and pump as shown below in **Picture A**.

NOTE: The football will need to be deflated so that it fits in between the target boards. Insert the provided air needle to let enough air out of the football for storage. See **Picture B**.

3. Place second target board on top of the first and latch the boards together. See **Picture C&D**.

NOTE: Game can be played outdoors but must be stored indoors in a dry place.

